

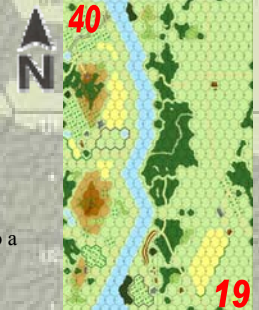


# The Dornot Horseshoe



**Dornot, Lorraine, September 10th 1944:** After a fruitless attack versus Fort St.Blaise and Fort Sommy on the east bank of the Mosel, Companies F and G of the 11th Infantry found themselves back again in their starting positions, a small, horseshoe formed, wooded perimeter with the river banks in their backs. Together with units from the 23th Armored Infantry Battalion and some support from self-propelled guns west of the river, they defended the bridgehead bitterly against the experienced men of the 17. SS Panzergrenadier Division. Time and again the Germans attacked the dug-in Americans – with no success. But for how long would the decimated defenders be able to hold the line?

## BOARD CONFIGURATION:



## BALANCE:

- ☆ Replace the HMG with a cal.50 HMG in the American OB.
- + Add a FT to the German OB.

**Victory Conditions:** The Germans win at game end if they **control ≥ 7 Victory hexes**. A Victory hex is every hex adjacent to a river hex within the US Setup area. All Victory hexes are initially US controlled. **[There are a total of 13 Victory hexes]**

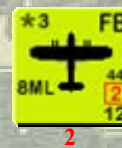
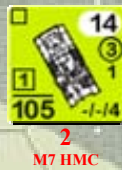
## TURN RECORD CHART

☆ AMERICAN Sets Up First	+	1	+	2	+	3	4	5	6	7	8	END
+ GERMAN Moves First												

**Elements of 2nd Battalion, 11th Infantry Regiment and 23rd Armored Infantry Battalion [ELR: 3] set up entrenched if in suitable terrain (B27.1) on/within the Perimeter 40J0-19X5-19L5-40V0-40S2-40P0: [SAN: 4]**



**Support Elements of 19th FA Battalion set up west of the river on board 40:**



**Air Support as per SSR 4**

**Elements of SS Panzergrenadier Regiment 37, 17. SS Panzergrenadier Division "Götz von Berlichingen" [ELR: 4] enter as per SSR 3: [SAN: 5]**



**Elements of SS Panzer Abt 17, SS StuG Abt 17 and SS Flak Abt 17 (see [and enter as per] SSR 3):**

**Tank Group 1**  
1x StuH42  
2x StuG III G  
2x FlakPz38t

or

**Tank Group 2**  
1x StuH 42 (L), 1x PzIVH  
1x FlakPz IV/20, 1x 8-1 AI

## Special Rules:

- EC are Wet, with no wind at start. The river is deep with a heavy current flowing north. Kindling is NA. Place overlays as follows: **Hi8** on 40U6-V5 and **Wd34** on 40T1-S2.
- The Americans may use HIP for ≤ one HS and any SMC/SW set up with it.
- The German player must secretly select one Tank group before the US Setup. German units may enter during Turns 1-3 on/between hexes 19A6-19GG6. A19.13 is in effect. All StuG's and StuH's are equipped with Schürzen (D11.2). All appropriate German AFVs are AAMG equipped.
- The Americans receive Air Support (E7.) in form of two 1944 Fighter Bombers. Make another dr for the armament (one dr for both). 1-4: Bombs; 5: Napalm; 6: MG only. The Fighter Bombers must leave one turn after their Turn of entry.
- Bore Sighting is NA.

**Aftermath:** On the second day, orders were given to evacuate the small bridgehead, because a second, larger one had been established successfully by the 10th Infantry Regiment down the river. In the end the determined Defenders of the Dornot "Horseshoe" had withstood thirty-six separate attacks from tanks and overwhelming numbers of infantry and the crossfire from still enemy-held Forts on both sides of the Mosel. It was estimated that six hundred German soldiers were killed in this action. But the toll on the defenders was extremely high too. Nearly all officers were killed or wounded as were the enlisted men. The AAR reported that the action at Dornot had cost the 11th Regiment nearly five hundred casualties.

**SCENARIO CREDITS:**  
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